The

WHOLE EARTH INSTITUTE

is the research & development arm of the non-profit corporation that has published the *Whole Earth Catalogs* for over twenty years – POINT foundation. With the continued help of generous supporters, the WHOLE EARTH INSTITUTE is a way in which POINT can branch into new arenas of exploration and endeavor. This will allow people access to tools, ideas and communities. A few of the projects planned by the WHOLE EARTH INSTITUTE are creating a Whole Earth resource data bank, hosting innovative gatherings, and sponsoring active, multi-dimensional research studies.

WHOLE EARTH INSTITUTE

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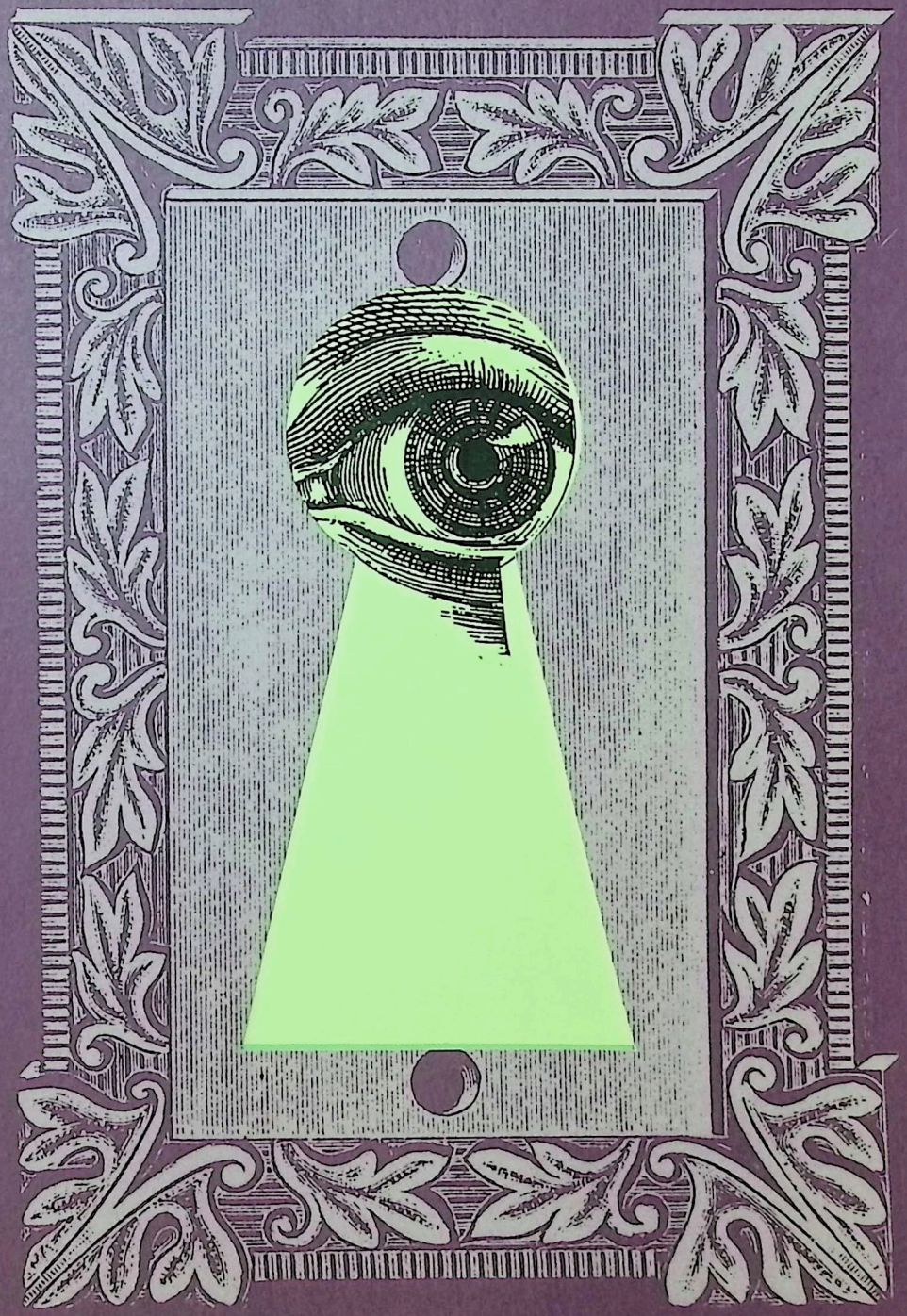
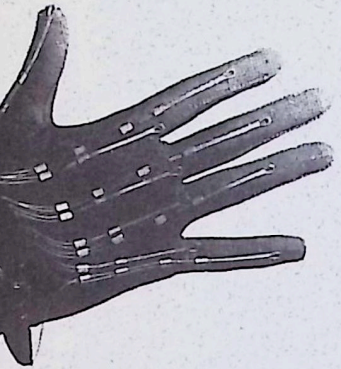
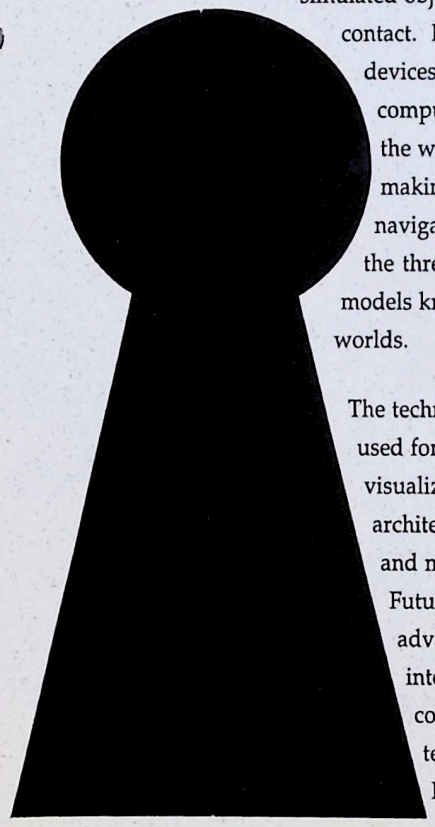




"Virtual Reality is the name for a new science and technology that is emerging worldwide. Head-mounted visual displays create the illusion of immersion in a computer-simulated world, and special sensor-equipped gloves makes it possible to manipulate simulated objects by direct contact. Head-tracking devices enable the computer to update the world model, thus making it possible to navigate and explore the three-dimensional models known as virtual worlds.



The technology already is used for scientific visualization, architectural design, and medical imaging. Future uses include advanced computer interfaces and communication technologies. Research is actively moving forward at NASA, the University of North Carolina, MIT and MIT Media Lab, and scores of other sites in the U.S., Japan and Europe."

—Howard Rheingold
Author of *Tools For Thought*

printed on recycled paper

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K. O. Beckman	— Video Director
Bob Bickford	— High-Tech Guru
Greta C. Bickford	— "Build Your World" Co-Producer
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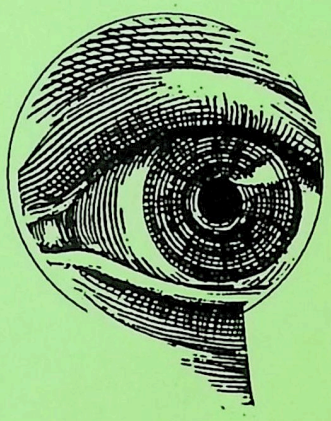
Whole Earth Institute Presents

CYBERTHON

A 24-hour Adventure in Virtual Reality



Saturday, Noon to Sunday, Noon

October 6th & 7th 1990

Welcome to **Cyberthon**, one of those alchemical, not quite slickly organized events that Whole Earth Institute generates from time to time.

It looks like virtual reality is one of those technologies (like personal computers, ten years ago) that has the potential to change the way people think, work, and communicate. Now, when the technology is still young, is the time when the course of the science and industry of VR is still steerable.

Cyberthon is a time and place for people and tools and ideas to mingle, collide, debate, discuss, invent, decide, teach, learn and guide one another.

Howard Rheingold

Howard Rheingold

Eat
A virtual dining environment
Michael Naimark & Bud Lassiter

Virtual Object Series
Michael Naimark

Golden Gate interactive videodisc
Ken Carson & Michael Naimark

3D video
Michael Starks
3D TV

Drawing in three dimensions
Ed Tannenbaum & Jim Pomeroy

Tactile Flying Mouse™ & VR Work Bench™ Demo
Steve Tice
Sim Graphics

Lingraphica
a visual language prosthesis
Larry Leifer & Richard Steele

The WELL
a virtual community

The Mystery of the Disappearing Ducks
David Lawrence

ArtCom
a virtual art gallery tour
Anna Couey

Cacophony Society
Michael Michael

Holograms
Louis Brill

The Mandala Virtual World System
Vivid Effect Inc.

The Atari game *Lynx* and software from Epyx, Inc.
Matt Householder

The Atari game *Race Drivin*
Rick Moncrief

Electronic Whole Earth Catalog
POINT Foundation and Broaderbund

Lucasfilm Games' *Ballblazer*
David Fox

The Apple game *Toy Box*
Dan Venolia

The Broderbund product *U Force*
Alan Weis

The F M Towns Support product, *After-Burner Flight Simulator*
Rob Griffith

THE REAL NEWS ON THE VIRTUAL LOTTERY

There are three demos which use the "goggles-and-gloves" approach to Virtual Reality: Sense8, Autodesk, and VPL. In order to give fair access to this limited equipment, participants to these three demos will be chosen by lottery. All the other demos will be open access, on a first come first serve basis.

Here's how to win time on a VR system:

1. Your name automatically goes into a hat– twice if you are a paid guest, once if you are working here. A roving celebrity will be drawing names all during the 24 hour event.

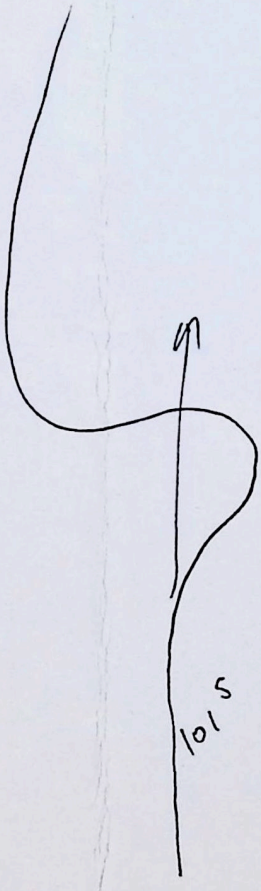
2. Every hour, on the hour, winners' names will be posted prominently in the following places: all three dining areas, at the entrance to the two stages, and in the nap area (Colossal's Green Room). Check these areas every hour, on the hour, to see if you've been selected.

3. If you are a winner, you have one hour (until the next winners are posted) to make your way over to the main entrance and the Lottery Table to pick up your **Reality Ticket**, and to get directions to the demo. During the *following* hour, it's first come, first serve for ticket winners at that demo. Your **Reality Ticket** will have the time marked on it. Don't lose it.

4. If you win a trip to VPL, the **Magical Mystery Tour Bus** leaves on the hour. It's a three hour committment away from the Maze.

5. If your name has been selected and you don't show up at the registration area within an hour, your name goes back into the hat. If you don't get the system you want, you have the option of having your name put back into the hat.

6. Remember, check the list postings every hour, and make it to the registration table within an hour if you've won. Your ticket will give you access to a system the following hour. Example, your name is on the listing posted at 10 pm. You have until 11 pm to pick up your ticket, which will let you on a goggles and glove system between 11 and midnight (or, leave on a bus for VPL at 11). The drawings will happen all night long.

Enjoy and good luck!!!

Peggy Orenstein
Mgg Editor
Mother Jones